

Troglodyte

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Common | Medium | Chaotic evil | Humanoid

Troglodytes are a warlike race of carnivorous reptilian humanoids that dwell in natural subterranean caverns and in the cracks and crevices of mountains. They hate man above all other creatures and often launch bloody raids on human communities in search of food and steel.

Armor **Hit**
Class Points **Move**

8 walk
15 (2 Hit 45
Dice) ft

Appearing 10d10

Habitat Mountains, Underground

Negotiation yes

Morale DC 11

Challenge 1.1 (330 XP per
monster)

Ability Scores

STR DEX CON INT WIS CHA

2 0 2 -2 0 -2

Combat

Has 3 attacks. Hit Bonus +2. Damage: Claws (2) 1d2 +2, Bite 1d4 +2 or by Weapon

Special Attacks

Poison. Those failing their Constitution DC 12 save are so revolted as to lose 1d6 points of Strength. This loss remains in effect for 10 rounds.

Treasure

Individual: 1d6 sp

Lair: 5d6 x 10 gp, any 3 magic items (30%)